



ORDER OF THE LYCAN

An Order for the
Blood Hunter Class.

Of the many terrible curses that plague the realm, few are as ancient or as feared as Lycanthropy. Passed through blood, this affliction seeds a host with the savage strength and hunger for violence of a wild beast. Those that shun the curse spend their lives burying their wild, bestial urges deep inside. However, the power of a rising full moon makes the curse too strong to resist, and the host transforms into a terrifying animal-humanoid hybrid controlled by murderous impulse. Those that embrace the dark nature of their curse learn to harness their bestial gifts, but also succumb to the evil, vicious temperament that drives the beast within.

The Order of the Lycan is a proud order of blood hunters who undergo “The Taming”, a ceremonial inflicting of lycanthropy from a senior member. These hunters then use their abilities to harness the power of the monster they harbor without losing themselves to it.

Through intense honing of one’s own willpower, combined with the secrets of the order’s blood magic rituals, members learn to control and unleash their hybrid form for short periods of time. Enhanced physical prowess, unnatural resilience, and razor sharp claws make these warriors a terrible foe to any evil that crosses their path. Yet, no training is perfect, and without care and complete focus, even the greatest of blood hunters can temporarily lose themselves to the bloodlust.

HEIGHTENED SENSES

Starting when you choose this archetype at 3rd level, you begin to adopt the improved abilities of a natural predator. You gain advantage on any Wisdom (Perception) checks that rely on hearing or smell.

HYBRID TRANSFORMATION

Upon choosing this archetype at 3rd level, you begin to learn to control the lycanthropic curse that now lives in your blood. As an action, you can transform into your Hybrid form. This form lasts for 10 minutes. You can speak, use equipment, and wear armor in this form. You can revert to your normal form earlier by using an action on your turn. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die. The benefits of this form replace the rules for Lycanthropy within the Monster's Manual.

You can use this feature twice. You regain expended uses when you finish a short or long rest. While you are transformed, you gain the following features:

Feral Might. You gain a bonus to melee damage rolls equal to half your proficiency bonus (rounded down). You also have advantage on Strength checks and Strength saving throws.

Resilient Hide. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered. While you are not wearing heavy armor, you gain a +1 bonus to your AC.

Predatory Strikes. Your unarmed strikes are considered a single weapon in regards to your crimson rite feature. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. When you use the Attack action with an unarmed strike, you can make another unarmed strike as a bonus action.

Your unarmed strikes deal 1d6 slashing damage. This die increases to 1d8 at 11th level, and 1d10 at 18th level.

Cursed Weakness. You have vulnerability to damage from silvered weapons.

Bloodlust. At the start of your turn, if you've taken any damage since the beginning of your last turn, you must make a Wisdom saving throw to maintain control. The DC equals 10, or half of the total damage you've taken from attacks since your last turn, whichever number is higher. On a failed save, you must move directly towards the nearest creature to you and use the Attack action against that creature. If there is more than one possible target, the DM chooses the target. You then regain control for the remainder of your turn.

If you are under an effect that prevents you from concentrating (like the Barbarian's rage feature), you automatically fail this saving throw.

STALKER'S PROWESS

At 7th level, your speed increases by 10 feet. You also can add 10 feet to your long jump distance and 3 feet to your high jump distance.

In addition, your hybrid form gains the Improved Predatory Strikes feature.

Improved Predatory Strikes. When you have an active rite while in your hybrid form, your unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ADVANCED TRANSFORMATION

Starting at 11th level, you learn to unleash and control more of the beast within. You can now transform into your hybrid form as a bonus action, and your hybrid transformation now lasts for up to 30 minutes.

In addition, your hybrid form gains the Lycan Regeneration and Beastly Precision features.

Lycan Regeneration. At the start of each of your turns, you regain hit points equal to $1 + \text{your Constitution modifier}$ (minimum of 1) if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

THE ONUS OF LYCANTHROPY

Those inducted into the Order of the Lycan choose this path with conviction, understanding the terrible burden it is and the challenges it brings. Where most who embrace this curse grow wicked, mad, even murderous, these blood hunters accept the gifts of the beast while maintaining control through intense training and blood magic. These factors enable a member of the Order of the Lycan to prevent the spread of their curse through blood, should they wish to. One of the most sacred oaths of this order is to never infect another without the order's sanction.

Should a member of the Order of the Lycan be cured of the lycanthropic curse, it is a terrible shame on their name, the order, and those who carry the curse still. There have been passages written about members being cleansed against their will, but those brothers and sisters readily return to the order to undergo a renewed initiation of The Taming, reintroducing the curse to their bodies and restoring their honor.

Lycanthropy comes in many forms. Each version of the curse is bound to a specific beast: wolf, bear, tiger, boar, and rat are a few of the more well-known variations. The strain of the curse defines the beast a hybrid form will share, but the features the curse bestows remain relatively uniform across strains.

Beastly Precision. You gain a bonus to melee attack rolls made with your unarmed strikes equal to half of your proficiency bonus (rounded down).

IRON VOLITION

Beginning at 15th level, you've honed your willpower to better resist the violent urges of your lycanthropic curse. Whenever you make a Wisdom saving throw to maintain control of your hybrid form, you do so with advantage.

In addition, your hybrid form gains the Pack Hunter feature.

Pack Hunter. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

HYBRID TRANSFORMATION MASTERY

At 18th level, you have wrestled your inner predator and mastered it. You can now use your hybrid transformation feature three times between rests.

You also gain the Blood Curse of the Howl for your blood malediction feature. This does not count against your blood curses known,

Blood Curse of the Howl. As an action, you howl at any number of creatures within 30 feet, chilling their blood and stunning them with fear. Any of the target creatures that can hear you must succeed on a Wisdom saving throw (DC equal to $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$) or become *frightened* of you until the end of your next turn. If they fail their saving throw by 5 or more, they are *stunned* until the end of your next turn instead. A creature that succeeds on this saving throw is immune to this blood curse for the next 24 hours.

Amplify. This curse can target any number of creatures within 60 feet of you.



Critical Role:

Prominent voice actor Matthew Mercer plays Dungeon Master to a group of fellow voice actors, bringing epic D&D adventures to life in front of a live audience on Twitch of up to 250,000 unique viewers every week. These talented artists from favorite video games and television shows effortlessly weave together action, drama and comedy to create a unique experience that embodies what every gamer loves about role playing games.

Critical Role is more than just a regular pen and paper RPG. It is truly an immersive, global experience for players and fans alike, one that highlights the humor and adrenaline-pumping action that roleplaying games can offer. Come experience it every Thursday at 7pm Pacific time at www.twitch.tv/geekandsundry, or at Geekandsundry.com!

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Matthew Mercer and published under the Community Content Agreement for Dungeon Masters Guild.

Special Thanks to Jacob Zagore and the /r/unearthedarcana subreddit for feedback.